

STAR RANGER

 **commodore**  **64**



 **commodore**

INSTRUCTIONS

STAR RANGER

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.
2. Insert the cartridge, with label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.
3. Turn ON the Commodore 64. The opening STAR RANGER title screen should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Then carefully re-insert the cartridge and try again.
4. STAR RANGER is now in the DEMO mode. Press the fire button on your joystick, or use the keyboard to start the game.

GAME DESCRIPTION

STAR RANGER puts you in command of a scout ship trying to return safely to your moonbase after a reconnaissance flight. You face a long and difficult journey filled with obstacles to keep you from reaching your destination. You will have to defeat and elude hostile aliens — the Nasties, Bombers, Cibolians, and Invisons — who are determined to destroy your craft. In addition, you must navigate the treacherous and unpredictable Asteroid Field, where your ship could be smashed if you fail to successfully maneuver in and around the moving asteroids. Finally, even if you do reach Moonbase, you're not home free! Entry into Moonbase requires precise piloting, and skilled maneuvering is needed to dock successfully. STAR RANGER has three levels of difficulty:

the "play" version, "trainee" version, and "arcade" version. The "play" version is designed for practice and mastering the basic skills involved in the game. In this version, the aliens do not shoot at you, you have an unlimited supply of ships, and no score is kept. Also, the "Moonbase" stage is not included in the "play" level. The "trainee" version is more challenging. Each player gets five ships, and after a player completes a full mission by surviving attacks by the Nasties, Bombers, Cibolians, and Invisons, and negotiating the asteroid field, and successfully docking at the Moonbase, play resumes at the beginning of the "trainee" game with no increase in difficulty. In the "arcade" version, each player begins with three ships and can earn bonus ships, one at 5000 points and then at each 10,000 point interval. When a player completes a mission after docking at Moonbase, the next stage begins at a higher level of difficulty. (After finishing Moonbase-level 1, you would then go on to Nasties-level 2, which is harder than level 1.) Level 6 is the highest level of difficulty; once a player has reached level 6, that difficulty level is repeated indefinitely. The "arcade" version is by far the most challenging version of Star Ranger.

PLAYING THE GAME

The game must be started from a title screen display. To get the title screen from the demo display, press any key or hit the fire button. To start the "play" version, press the "P" key on the keyboard. For the "trainee" and "arcade" versions, first press a number from 1 to 6 to set the number of players. The display will confirm the number you have selected. Then press the "T" key for the "trainee" version or the fire button for "arcade". Star Ranger is designed for use with joysticks, which may be plugged into either port. When the game starts, the ship will move forward slowly. Moving the joystick in any direction causes a blast of the ship's engine, which

powers the ship to move at a greater speed, or in a particular direction. To shoot at the aliens, simply press down on the fire button.

There are several miscellaneous options available during game play. It is possible to "pause" the game by pressing the F1 key. You are allowed three pauses per game. You can change the color of the frame bordering the screen by pressing either the control key or the Commodore key, and a number key from 1 to 8 at the same time. To stop play and return to the title screen, press the "X" key. To continue a game at the level where your last ship was destroyed, press "C" at the end of the game when the final score is displayed. When you use this option, you will start with a zero score at Nasties at the difficulty level reached when your last ship was destroyed.

SCORING

Each enemy destroyed is worth 50 points.

"Frying" an enemy with our exhaust (instead of shooting him) is worth 200 extra points.

Clearing the screen of all enemies scores extra points.

Destroying an enemy without wasting any shots scores extra points.

Bonus points are awarded at the end of each stage. This bonus increases as multiple stages are completed without losing a ship. This bonus also increases as higher levels are reached.

In the Asteroid and Moonbase stages, points are awarded only for survival time and stage completion, as there are no enemies to shoot down.

SCORE TABLE

	LEVEL						
	Trainee	1	2	3	4	5	6
Enemy Destroyed	50	50	50	50	50	50	50
Enemy Fried	200	200	200	200	200	200	200
Screen Cleared	10	20	30	40	50	60	70
No Shot Wasted	10	20	30	40	50	60	70

Bonus Points:	Trainee	1	2	3	4	5	6
Complete Stage	100	200	300	400	500	600	700
2nd In a Row	200	400	600	800	1000	1200	1400
3rd In a Row	300	600	900	1200	1500	1800	2100
4th In a Row	400	800	1200	1600	2000	2400	2800
5th In a Row	500	1000	1500	2000	2500	3000	3500
6th (Full Set)	600	1200	1800	2400	3000	3600	4200

PLAYING HINTS

Maintain a healthy distance from enemies of all kind.
Nasties fire when at the same height as your ship, so don't stay level with them for too long.
Shoot as often as possible in the bomber stage.
Stay high and keep moving against the Cibolians.
Move mainly up and down (not left and right) in the Asteroid field.

Commodore 64

"Commodore offers a full range of peripherals to increase the capabilities of your Commodore 64 and tailor your system to any need or budget"

- Commodore Color Monitor:** New color monitor with a 13" screen and outstanding resolution. The monitor has a special Commodore computer circuit with video recorder compatibility.
- Commodore Single Disk Drive:** Fast, high capacity storage and retrieval of data on standard 5 1/4" floppy diskettes. Stores up to 170K on each diskette. Read/write compatibility with Commodore PET/CBM™ computer systems.
- Commodore Graphic Printer:** Print any screen information on plain paper letters, business data, graphic displays, basic programs and much more!
- Commodore Modem:** Communicate with the vast knowledge available through outside data sources through your telephone and the low priced modem. [Stock market information, news & sports services & more.]
- Commodore Datasette™:** Store your own computer programs on standard audio cassette tapes or use our low priced pre-recorded tape programs.

Copyright 1983 by Commodore Business Machines Inc. All rights reserved. None of the programs or manuals included in this work may be duplicated, copied, transmitted or reproduced in any form or by any means without the prior written permission of Commodore.

For more information write to Commodore Inc.

Commodore Inc., 15455